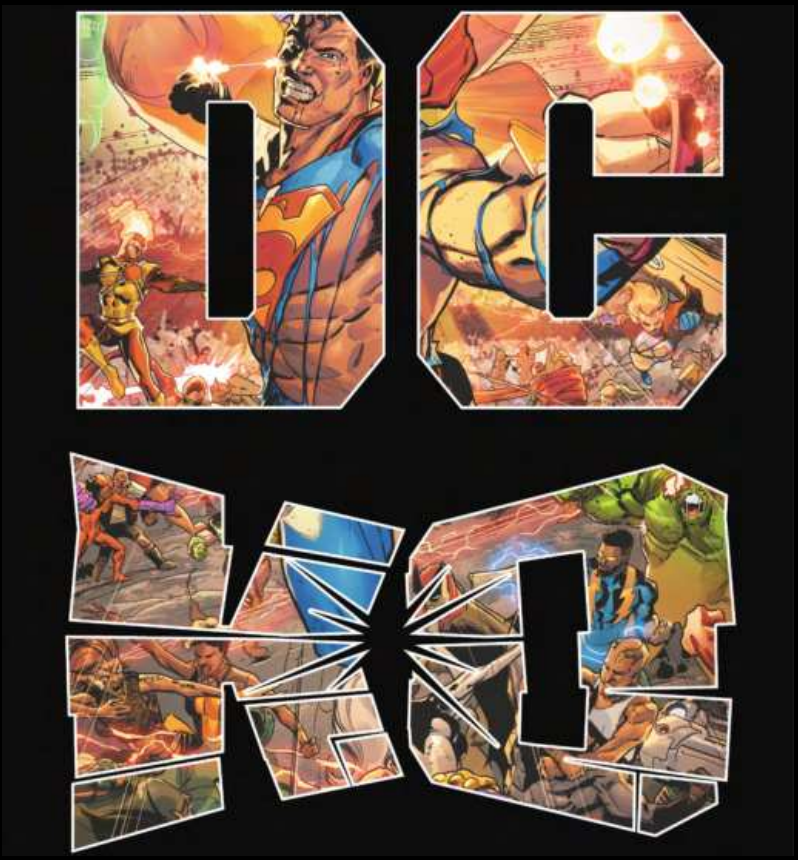


Made by the Heart of Apokolips

-Introduction-

The DC Universe, as you might already know, is full of mysterious energy, with its two most primal being the twin energies known as **Alpha** and **Omega**. Alpha is the wild, explosive energy of creation, generated by almost every planet with life, while Omega is the energy of conquest, absorption, and control.

After his latest death by the Superman's hand and the creation of the Absolute Universe, **Darkseid** placed a **Heart of Apokolips**, an infernal engine that runs on omega energy, in the Absolute Earth's center, causing all of its power to flow to him.
He became absolute as the personification of all its Omega Energy, a walking singularity that transforms all around him.
The **King Omega**.

Darkseid will be reborn once again, more powerful than ever, invade Prime Earth and thus become the end of everything by consuming all.

However, a quartet known as the **Quantum Quorum**, formed by the four most powerful temporal beings in this universe, combined their powers to rewind the time by seven days again and again.
They attempted every possible variation of the future but it all ended the same and at the same time, no matter what they and the heroes tried.

It always ends with **Darkseid**.

Fortunately for the heroes, they have a last hope of survival.
By using the **Heart of Apokolips** located at the Prime Earth's center, they can crown one of them as a new **King Omega** to face the Harbinger of Anti-Life, but, as the Heart is cosmically connected to its master, they had to force it to restart entirely. That is, use a considerable amount of Omega Energy to cause a "cosmic heart attack" on it.

For five days, the heroes made the preparations: they started earth's mass evacuations by creating **Mega-Arks**, they spent some time with their loved ones, and they chose their gear for what was coming.

On the sixth day, they arrived at the **Skartaris Nexus**, a passage to the center of the Earth, where the **Heart of Apokolips** now thrums.
They used the Omega Energy that was accumulated in Booster Gold's body to attack it.
The blast is just enough to stop the Heart for no longer than a few hundred zeptoseconds, planck time, but it's enough. When the Heart begins again, blank and new and hungry and terrible, the first thing it sees is them, the heroes, rocketing toward it.

As the heroes already knew, the **Heart of Apokolips** is a living, sentient, fourth-dimensional being that, now reborn, will immediately seek for a new champion, someone fueled by conquest and conquest only.

It won't choose any random bystander, it will defend itself by reshaping itself and manufacturing realities to test the candidates.

This test is a **tournament**, where the contenders will compete against each other to decide who is the ultimate conqueror, worthy of becoming the new **king omega**.

...

This is where *YOU* enter, an interdimensional traveler known by many names, but mainly as **Jumper**. You probably have nothing to do with the Prime Earth or even the Absolute Universe, but you have visited some iteration of the DC Universe in the past and thus you managed to become part of the tournament.

When you arrive in this universe, you'll immediately join the tournament together with the other contenders but don't think you can cheat with the power of other worlds.

I won't allow it. In the same way as you forced your way into the tournament, I managed to utilize some loopholes to hijack this **Gauntlet Format** that your **Benefactor** and that other Oversparked Jumper utilize.

While I have no interest in using the **Jumpchain System** for my own benefit or to reach other worlds, I still intend to utilize it to test you, in the same way as I'll test the other contenders, both heroes and villains alike.

Depending on your performance and how much **Omega Energy** you can generate during the tests, I can grant you some advantages over your rivals or even allow some tricks that some could call cheating, but that are still within all. After all, I'll severely punish anyone that attempts to cheat, even you if necessary.

For you, this energy is represented in the form of **Omega Points**, as you're more familiarized with this kind of term. Like other regular Gauntlets you have experienced in the past, you won't receive any of such points for free, but I'll explain all the rules later.

But now that you and all other contenders are ready for the tournament, who will win and be crowned the **King Omega**?

I can tell you the answer now if you'd like. I might not be your **Benefactor** and your connection with her is currently blocked, but I'm the **Heart of Apokolips** after all.

I know who will join the ranks of the fallen, I know all the twists and turns that await them. I know all the surprises coming. And I know the real truth, the final one.

The truth is that none of them will win. Not Clark, not Diana, not Bruce, not Lex, not the Joker, not even you.

None.

Because the one last contender among them is the **King** himself, **Darkseid**, who has taken over Booster Gold's body.

So no, *Jumper*, the game isn't beginning, it's already over.
Good luck, you'll need it, even if it won't change anything.

+0 Omega Points (OP)



-Rules-

Before we begin, you must first understand your current situation and the tournament you're heading to.

As other regular Gauntlets, you'll lose access to any **out-of-jump perks**, **items** and even to your **Warehouse**, being basically reduced to only your **Body-Mod**.

However, this challenge has a special rule: in the same way as the heroes were allowed to prepare for five days and bring a single item with them, you'll be allowed to choose to keep all Perks, Special Physiology, Powers, and even Items you acquired in a single **DC jump** of your choice.

This also means you must have visited at least a single **DC jump** in the past in order to enter the tournament. If you haven't, then go away and only return once you fulfill this requirement.

The tournament will be composed of Five main rounds, in addition to an unofficial one, courtesy of the remaining members of the **Quantum Quorum**, where you'll compete against several heroes and villains from the current iteration of the DC Comics Universe's Prime Earth to decide who will be the last standing champion, the only one worthy of being crowned the new **King Omega**.

For each one of the Six rounds, I'll offer you a list of Drawbacks to give you an opportunity to generate **Omega Points**, as well as Perks and Items to support you, gaining access to them only once you reach that respective round.

Furthermore, as I'm not your **Benefactor**, the Perks I offer you aren't meant to empower you, but to give you some advantage in the test or to make you more like ***HIM*** once the right time arrives. Moreover, as the heroes weren't allowed to have all of their gear, you'll only be able to acquire the Items you purchase here post-jump.

If you generated more **Omega Points** in a round that you spent on it, you may spend them in the following rounds but you can't spend points you gained in a specific round in the Perks and Items from the previous ones. After all, spending points from a round before you actually earned them would mean spending an energy that you still don't have.

In addition to the round-specific options, I'll also offer you General Drawbacks that will affect you the entire tournament as well as General Perks and ITems that you'll acquire from the beginning.

Winning each round will also give you a special **Reward** and you'll only earn the **Great Prize** of the tournament by being the last standing champion.

Finally, death won't count as a Chain-Failure for you, but it'll still count as failing this jump, causing you to lose all the Perks, Items and Rewards of the rounds you didn't take part in.

For example, if you lost in the Second Round, you'll keep everything from the First Round (including that round's reward) as well as the Perks and Items from the Second Round, but you'll lose everything from the Third Round onwards.

Regardless of the outcome of the tournament, you don't need to worry about any lasting corruption thanks to the **Omega Energy** that will flow in your veins or even the influence of **Darkseid**, as your Benefactor will be able to heal you completely once your participation in the tournament ends and your connection with her is fully re-established.

Lastly, as you likely already noticed, there are no origins and no discounts here. Nothing is free for you.

Now, you must learn to not hold back, to be merciless, to be like HIM, all in order to become the **King Omega**.

-General Drawbacks-

Randomized Matchup (+100 OP): (Normally, the Matchup between the contenders would remain more or less the same if you don't interfere too much, but now, fate itself will conspire for the Matchup to be different, completely random.)

+The Most Dangerous Game (+200 OP - Requires The Most Dangerous Game): (Instead of the Matchup being merely random, it's sure that you pick the worst possible Matchup for this tournament, like facing Captain Atom in the Second Round and Superman in the Third Round)

Extended Roster (+100 OP): (Now 64 contenders will be allowed to join the Second Round.)

+Multiversal Expansion (+200 OP - Requires Extended Roster): (Now 128 contenders will be allowed to join the Second Round, but the extra 64 will be from worlds you visited in the past. By taking this drawback, you'll be able to pick any other jump to retain its perks and items instead of being restricted to only picking a DC jump.)

The Heart Corrupts (+200 OP): (All of your opponents will be considerably more vulnerable to the effects of the Omega Energy and will become corrupted like Captain Atom far more easily.)

(+00 OP): ()

A Blind Eye Against You (+300 OP): (The Heart of Apokolips will allow your opponents to cheat, as long as they don't interfere with the rest of the game.)

(+00 OP): ()

(+00 OP): ()

(+00 OP): ()

(+1000 OP): (Jump Mode)

(-1000 OP - Mandatory if you used the Cheater's Manual Supplement): (Don't you think I wouldn't notice your pitiful attempt at cheating? Unfortunately, the power behind whatever you brought using that "supplement" is something I can't simply nullify or remove, but I can make you pay, by removing a considerable portion of the power you could acquire here.)

-General Perks-

(100 OP): ()

(200 OP): (While fighting, you're a specialist at being as brutal as possible and causing as much damage/pain as possible. The Heart will definitely enjoy watching you fight.)

(200 OP): (You can turn off your mercy, allowing you to not hold back and act just like HIM. You'll also have no problem with gore and brutality)

(300 OP): (Complete, absolute immunity to corruption)

Jumperfight (300 OP): (A second chance to re-join the tournament if you lose and succeed a test. 1-up bonus post-jump.)

-General Items-

(100 OP): ()

The Anti-Life Equation (500 OP): ()

Infant Heart of Apokolips (500 OP): ()

-The First Round-



To welcome all the contenders, the Heart gives you each a miraculous vision. Every one of the contenders suddenly sees themselves win. Every single one of the contenders feels what it would be like to become the **Heart**'s champion, the **sole god,** to have the universe bend to them, to have it re-formed around their ideas, their beliefs...

You're no exception to this, but just as quickly as it appeared, the vision vanishes, giving way to darkness. You find yourself waiting at the arena gates and, just like that, the **tournament** is upon you.

Once the gates are open, you'll be in an arena filled with booby-trapped tiles and protected by demonic goliaths. Once all combatants exit their waiting rooms, one of the goliaths will drop their Hell Mace, signalling the start of the **First Round**.

In the First Round, the goal is simple: you must cross the arena and reach a large glowing portal before it closes. Only the 32 first combatants to reach it will be qualified for the next stage. However, as mentioned before, the arena is filled with traps, ranging from tiles that will disintegrate you if you step on them to traps that will summon hordes of Omegademons.
Surprisingly for you, the demonic goliaths will simply observe the contest, as they'll only interfere if you cheat by attempting to cross the arena before the round starts.

-**Reward:** As your reward for winning the First Round, you'll receive this round's arena, the **Apokoliptian Coliseum**, as your fiat-backed property located somewhere of your choice in future worlds. While it won't come with any of its traps and demons by default, this large coliseum is still an arena worthy of the New Gods themselves, being incredibly durable as any destruction caused by battles will be contained within its structure, without causing collateral damage on the outside if you don't want to.

-First Round Drawbacks-

As Brutal as Him I (+100 OP): (Be as brutal as possible)

(+100 OP): (Instead of a single unified portal, there will multiple individual portals hidden around the arena, a portal for each available spot in the Second Round)

(+200 OP): ()

(+300 OP): ()

-First Round Perks-

(100 OP): (You have a sixth sense for traps)

(200 OP): (You don't trigger traps)

(200 OP): (You instinctively knows when someone is going to attack you from behind, even when they're actively hiding their presence with some supernatural ability)

-First Round Items-

(100 OP): (The Death Traps)

(100 OP): (Giant Demon Guards)

The Omega Legion (300 OP): (Legion of Omegademons)

-The Second Round-



As soon as you cross the portal and win the First Round, you and other 31 champions will be teleported to a realm. A dimension that took eleven billion years to construct, but was carved inside a microscopic white hole, where time moves like light. A blink, and it exists, history and all. From your viewpoint, almost no time passed between rounds, with no rest and no pause for contemplation.

Only the second challenge lies in front of you.

To become **King Omega** in the Absolute Universe, Darkseid had to take power from his kind, that is, primordial beings and gods. Here, you and the remaining 31 contenders must do the same, but from your own kind, your fellow champions.

Hidden throughout this realm are some of the most powerful items in the Prime Earth's universe. This arena is nothing more than a graveyard of elder gods slain by Darkseid. The items lie in their ruins. When all the items are found, the Second Round is over. Whoever is holding an item at that time moves, while whoever is not dies.

There are only 16 items hidden here and 32 champions. By the end of this challenge, only half of you will remain.

Like the rest of the tournament, there are no rules of conduct. Nothing matters but winning.
And remember this rule above all: here, in this arena, if you follow the example of Darkseid, you shall be **rewarded**.

-**Reward:** As soon as the last item is found while you're holding one of them, you shall receive your deserved reward. Your first reward is the very **Object of Power** that you put your hands on, with it becoming Fiat-Backed like any of your other possessions. As your second reward, you receive this **Graveyard of Elder Gods**, with it becoming a pocket dimension that you can teleport to and from at will. You can teleport other willing people to this world, but they'll be teleported back to where they were previously if you exit this realm. Unlike the original realm that I plan to destroy as soon as this round is over, time flows normally inside your version of it and you don't need to worry about any trace of the slain gods remaining there.

-Second Round Drawbacks-

As Brutal as Him II (+100 OP): (Be as brutal as possible)

(+00 OP): ()

(+200 OP): (Now, instead of the regular Objects of Power, your most notable and/or powerful Items from your Warehouse will become part of this round)

(+300 OP): (Necromantic energies have invaded the Arena and reanimated the elder gods, so you'll also need to survive such powerful opponents while searching for the items.)

-Second Round Perks-

(100 OP): ()

(100 OP): (By concentrating, you can sense the location of objects of power around you. The stronger the object is, the easier it'll be to sense it. This doesn't allow you to sense said object's nature or properties though.)

(300 OP): (You can easily combine multiple powers and power sources without having to worry about incompatibility. Combined powers are always the most optimal combination.)

-Second Round Items-

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

(100 OP): ()

-The Third Round-



In this phase, the one-on-one battles of the tournament between the champions finally start.

To advance to the next level, you must engage in a contest of hand-to-hand combat. Best two out of three wins. The only way forward is to fight. There are no peaceful solutions for this third challenge.

However, the battles aren't just regular combat, as there are some special rules in effect. First of all, the locations where the three fights will happen are false realities forged by the **Heart**, made to be copies of places with some relation with the combatants.

The first two battles will take place somewhere that gives advantage to one of the two combatants, while the third fight, if it happens, will happen in a neutral arena.

Furthermore, from the second fight onwards, both participants can gain access to different forms of themselves with different powers. From accepting a form they once had in their past, versions of themselves from the future, or an alternative version of themselves from another world with a rather large variety to choose from.

From this selection of possible forms, they must choose one that will ensure their victory.

In your case, as you don't actually naturally have any alternate variants of yourself in this local multiverse, you'll instead be given the option of choosing any of your other **Alt-forms** in addition to a considerable number of new ones based on variants you could have if you actually were part of this universe.

(Reward is all of your new Alt-forms)

-Third Round Drawbacks-

As Brutal as Him III (+100 OP): (Be as brutal as possible)

Best of Five (+100 OP): (Best of five instead of Best of Three)

(+200 OP): (You'll have some kind of home disadvantage in every battle.)

(+300 OP): ()

-Third Round Perks-

(100 OP): (Instead of choosing one of your Alt-forms, you can instead choose an alternative form of your opponent, essentially gaining their powerset in exchange of temporarily losing yours. If you win this round, this stolen form will also become your Alt-form, but you'll only be able to access its abilities while transformed.)

(200 OP): (You can enter in contact with a deity you're friendly with to receive their power, just like Hawkman did. You'll keep a connection with this deity post-jump)

(300 OP): (You can combine multiple battle forms in a single one. Post-jump, you can combine your Alt-forms.)

-Third Round Items-

(100 OP): ()

(100 OP): ()

(100 OP): ()

-The Fourth Round-

(Reward is the arena itself)

-Fourth Round Drawbacks-

As Brutal as Him IV (+100 OP): (Be as brutal as possible)

(+100 OP): ()

(+200 OP): (Normally, the Fourth Round would be a single fight, but now it'll follow the same rules as the Third Round, best of three and with the possibility of switching forms.)

Lone Wolf (+300 OP): (You won't fight in pairs, you'll fight alone.)

-Fourth Round Perks-

(100 OP): (You're a specialist in analyzing what benefits each possible ally can give you.)

(100 OP): ()

(400 OP - Incompatible with Lone Wolf): (You can choose your ally to be anyone of any reality, including from past worlds, but it's advisable that you choose someone you're in friendly terms with. No limitations.)

-Fourth Round Items-

(100 OP): ()

(100 OP): ()

(100 OP): ()

-The Fifth Round-

(Failing this round doesn't count as failing the tournament. There are no Perks or Items here, your goal here is to collect as much Omega Energy as possible after all for the upcoming challenge. Reward is a weakened version of the World Forger's Hammer)

-Fifth Round Drawbacks-

As Brutal as Him V (+100 OP): (Be as brutal as possible)

(+100 OP): (Instead of a random world, you'll be teleported to an alternative version of a world you visited. Your opponent is still granted to be equal to you when it comes to raw power, no matter how powerful you are.)

(+200 OP): (Only fighting isn't enough, now you must win as fast as possible in order to not fail.)

(+300 OP): (Now, if you fail at collecting the power and fail this round, it'll count as failing the tournament.)

-The Final Round-

(Face the Horsemen and Darkside himself. Reward is the **Great Prize** itself)

-Final Round Drawbacks-

As Brutal as Him VI (+100 OP): (Be as brutal as possible)

(+100 OP): (One of the remaining contenders is granted to betray the rest and join Darkseid, either willing or due to Omega Energy's corruption.)

The Absolute Jumper (+200 OP): (There's an absolute version of you, more or less as strong as you. If you freed them from the control of Darkseid, they'll help you.)

The Absolute Legion of Doom (+300 OP): (Instead of only three horsemen, all of the main heroes of the Absolute Universe will be controlled by Darkseid.)

-Final Round Perks-

(100 OP): (Parademon Hybrid)

(400 OP): (New God Physiology)

(300 OP): ()

(300 OP): ()

-Final Round Items-

(100 OP): ()

(100 OP): ()

(100 OP): ()

-The Great Prize-

(The power of the King Omega)

--Ending--

I finally managed to recover contact with you, my friend.
Your connection with your Benefactor has been fully reestablished and everything is back to normal now.
I'm sorry for letting you alone during all of this, but now it's finally time for us to escape this madness.

Go Home: Return to your home, with everything you gained until now.

~~Stay Here:~~ No, I won't give this option to you this time

Move On: Go to the next jump and continue your adventure.

--Notes--

1. Gauntlet actually made by Aleph_Aeon;
2. Theoretically, as your connection with your Benefactor was temporarily broken during this gauntlet, all of your perks and items are being fiat-backed by the Heart of Apokolips itself until post-jump;
3. Text formatted like THIS shows when the **Heart of Apokolips** is talking directly to you. The regular text is basically myself, your friend, talking to you;
4. One of my main inspiration for this Gauntlet was the **I Have No Mouth And I Must Scream Gauntlet** made by **FancyFireDrake**, where AM attempts to manipulate the Gauntlet Format but fails;
5. ;
6. ;
7. ;
8. ;
9.
10. Unless mentioned otherwise, if any of your items are lost, destroyed, stolen, or depleted, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
11. All the **Drawbacks** are removed after the end of this gauntlet;
12. The DC K.O. event is still ongoing, so I'll probably update this gauntlet to add new content at some point.

--History--

V 0.1: W.I.P.